
Dead By Daylight - Darkness Among Us Chapter Activation Code [full Version]



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About This Content



Darkness Among Us is a brand new Chapter for Dead by Daylight, which includes a new Killer, a Survivor and a Map. Purchasing the Darkness Among Us DLC will unlock its new Killer, new Survivor, and an exclusive item for the new survivor.

The everyday contains many hazards. But the comforts of routine shroud the unfathomable risks of a threat so intimate, so familiar, that it can only be seen in hindsight. A disturbing, violent force could be raging within the people closest to you. Darkness is among us, every day.

The raw cravings and impulses of adolescence are powerful. The desire to belong can be just as unbelievably strong. When three

teens get involved with an impulsive mastermind, they discover an addictive kind of freedom. Together, they spiral out of control and become the wrong kind of crowd, The Legion, leaving no rule unbroken. The *Darkness Among Us* chapter includes Frank and Julie as playable killers.

Jeff Johansen was invited to take a trip down memory lane when his past caught up with him. He returned to his hometown, ready to face everything he had been forced to leave behind. But the familiar isn't always safe, and it's never too late to be in the wrong place at the wrong time.



The Legion

Frank's future was as bleak as his childhood was miserable. To break free from his boring, aimless life in Ormond, Frank manipulated a group of friends and led them to break every rule. The Legion is a group of agile Killers able to catch Survivors off-guard with their power, Feral Frenzy. The *Darkness Among Us* chapter includes Frank and Julie as playable killers.

The Legion's Power: Feral Frenzy

Violent impulses are within us and building incrementally, for some, to a tipping point. They were a plain group of friends until they met Frank, who turned them into a Legion. Now they draw power from the thrilling insane freedom of not abiding by any rule but their own.

The Legion use their power, Feral Frenzy, to hunt down their victim. When activating Feral Frenzy, The Legion enter a deadly rage allowing them to sprint and vault over pallets at the cost of lowered senses.

- In Feral Frenzy, hitting a Survivor afflicts them with the Deep Wound status effect which slowly but surely bleeds them dry if they don't mend.
- Hitting a Survivor while in Feral Frenzy replenishes The Legion's entire power gauge, and triggers Killer Instinct, an ability that helps locate other Survivors nearby.



The Legion comes with **3 new perks.**

Discordance

Any time 2 Survivors or more are working on the same Generator, the Generator's aura is highlighted in white for a limited time.

Mad Grit

While carrying a Survivor, you suffer no cooldown for missed attacks and hitting another Survivor pauses the carried Survivor's wiggle timer.

Iron Maiden

You open lockers faster. When a Survivor exits a locker, they emit a loud noise and suffer from the Exposed status effect for a limited time.



The Artist with a Heart of Gold

Born and raised in Ormond, Alberta, Jeff Johansen grew up as a quiet, only child with an aversion for large crowds. During high school, his anxious temper was mislabelled as shyness, which he covered up with a tough, stoic persona that intimidated bullies and teachers alike.

At home, he collected heavy metal vinyl albums. The evocative symbolism on the covers inspired him to make art of his own, which helped him cope with his parents' constant fighting.

After his parents' divorce, he was forced to move with his mother to Winkler, Manitoba, miles away from his hometown—and

his dad. In Winkler, Jeff was more isolated than ever, except for art and music. His solace came shortly after graduating high school when he started working at a local bar with live music. He found a roadie gig shortly after and left Winkler for good. After an incident at a concert, he reoriented himself and started designing labels for microbreweries. He led a quiet, simple life brewing beer, designing tattoos, and making art for bands he liked.

All until one morning, when he got a phone call from Ormond saying that his father had passed, leaving a few things to sort out.

Jeff returned to the home he left behind, but he should have never looked back.

Jeff's personal perks, Breakdown, Aftercare, and Distortion, allow him to break hooks, cooperate with other Survivors, and conceal his aura from The Killer.



Jeff Johansen comes with **3 new perks**.

Breakdown

Any time you are removed from a hook (escaped or saved), the hook breaks and the Killer's aura is shown to you for a limited time.

Aftercare

A 2-way link is created between you and the other survivors whether you interact with them while unhooking or after successfully healing each other.

You can create a limited amount of links with other Survivors. Existing links will not be replaced until they are removed. If you are hooked by The Killer, all your existing links with other Survivors are removed.

Distortion

You start the Trial with 3 tokens. When your aura would be shown to the killer, the perk activates and a token is consumed. For a limited time, while the perk is activated, your aura will not be shown to the Killer.



Exclusive Item for Jeff

The Darkness Among Us Chapter includes an exclusive item: Jeff's In the Shadow of Death shirt, only available as part of the DLC.

Please note that this item cannot be purchased separately.



New Map: Mount Ormond Resort

Welcome to Ormond, Alberta. Population: six thousand ninety-three. Surrounded by an impressive mountain range, Ormond's ski slopes showed promise for a lucrative coal mining venture. The environmentally controversial nature of the project, however, brought the enterprise to an abrupt stop, which left deep scars on Ormond's landscape and population. The hollowed summit of Mount Ormond now looms over desolate patches of dead trees, a soulful, deforested graveyard where gangs and teenagers go looking for trouble. Some people say that the mountain hides a darkness, a bottomless hole from where no one can return. The abandoned ski facilities still remind the inhabitants of a past that never was. It is a place of broken promises and devastated nature. The stale air worsens during winter, when the rough winds drape a heavy blanket of isolation over the bleak landscape.

"The town will leave you with a deep sense of peace. Yet, few ever return."

Title: Dead by Daylight - Darkness Among Us Chapter

Genre: Action

Developer:

Behaviour Digital Inc.

Publisher:

Behaviour Digital Inc.

Release Date: 11 Dec, 2018

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Minimum:

OS: 64-bit Operating Systems (Windows 7, Windows 8.1)

Processor: Intel Core i3-4170 or AMD FX-8120

Memory: 8 GB RAM

Graphics: DX11 Compatible GeForce GTX 460 1GB or AMD HD 6850 1GB

DirectX: Version 11

Network: Broadband Internet connection

Storage: 25 GB available space

Sound Card: DX11 compatible

Additional Notes: With these requirements, it is recommended that the game is played on Low quality settings.

English,French,Italian,German,Russian,Simplified Chinese,Thai,Traditional Chinese,Japanese,Korean,Polish







Can't recommend. This guy is a visible wraith after the most recent changes, he's good at getting a free first hit like Freddy, wraith, and pig, and then suffers the same fate as them that they then have to deal with looping without a power for the rest of the game. They nerfed everything that made his gameplay fast and fluid and slapped a 115% movement speed on him as if that counteracted this.. They massacred my boy
They should have just deleted them from the game, but not this. Anything other than this would have been welcomed, really.
The Legion is literally worse than Freddy now

Like it was a meme before when Legion first came out iirc

But now, as of Tuesday May 7th, 2019- it's become factual

Their power is completely useless
Their power can't be used nearly whenever anymore
Have to wait for a full charge to use frenzy sort of like how phasing works with The Spirit
Unlike The Spirit, normal attacks AND pallet stuns reset your charge to 0

The Devs buffed their base speed to be an m1 killer now.
But The Legion is not an m1 killer.

m1 killers have an ability.

This isn't right. His problems were with two or three add-ons, and a moonwalk exploit. Nerf those.
Revert these changes. This is absolute insanity.

Also, fix The Pig's bear traps.. The Legion is complete trash. Do not buy this DLC for the killer.

I normally get 3-4 every game with other killers; Legion gives me 0-1. They are complete garbage and need a buff.. I will try to say things as objectively as possible about this chapter. It's not bad overall, but not really good. It's decent one with survivor and killer we got. I like both of them, even understanding that survivor abilities not really good, and killer...Well, I will say about it a little later.

In short about Survivor(because all survivors are just skins): Jeff Johansen. Jesus in world of entity. Quite artist came with situational perks, that might have good work in some perk builds, which I find fine to use. Aftercare - see every your teammate on the map, as well as they can see you...until you are hooked. Of course to make it work you have to help your team. Breakdown - preventing from coming straight to the same hook, if teammate farmed you. And good in sabo builds.

Distortion - good for stealth build and good counter of bbq.

To the lovely Killer we go.

Legion. Reputation of this killer is mixed since everyone saw him on PTB. He seems to be decent killer, but on ptb he was kinda weak, as he had double cooldown(3-5 seconds cooldown before making next hit after victim under deep wound got another hit), movement speed was poor and he was only reliable on his ability, which wasn't good and killer was already weak.

Moving on, on his release he got...somewhat I can call buff and he was pretty interesting for me and my friends. But since he was released, some people found out how to play unfairly(moonwalking to the victim while you have bloodhound on or exploit with infinite mending) and for most survivors he was annoying because of that(well, also tunneling and things, can't mention full list). 7th of May was the day when Legion was re-worked, and most people buried this character alive, calling him low-tier, even those, who were crying a lot about how he was annoying. Now we have what we have, and if some people found decent builds and found how to play this character decently, the rest of community haven't their opinion changed.

What I can say about this killer. He is mid-tier(In my opinion) and if you have actual brains and hands to use properly, you will have some joy killing survivors and just running around.

Feral frenzy was reworked in better side, even tho killer is slower(didn't notice much difference in speed) now while using it(and he is vaulting slowly and cooldown duration ridiculously long, seriously), than he was before, he got a nice buff in

walking speed(From 4.4 to 4.6) and actual duration of ability is longer now. Before you say \u201cBut it\u2019s useless to put survivors in deep wound state\u201d I will say \u201cNo, it\u2019s not\u201d. Deep wound is something that makes survivors busy from gens, and with proper use of your perks, ability itself and, of course, luck, you can put everyone in this state and actually slow the game down just a little bit, as well as keep pressure around.

In short about perks:

Discordance - If two survivors work on gen, you gain notification.

Mad grip - no cooldown on hitting if you carry survivor. Works fine if team is too altruistic and blocking every hook.

Iron Maiden - checking locker faster and survivors gaining exposed effect, if survivors coming out from lockers. Working good against locker Dwights and some people with Head On perk. Also it\u2019s really good for Huntress

In conclusion: it is sad when people calling character low-tier, lower than even Freddy, and keep harassing him around, I find him fun to play, and, at the current state(imo again) balanced.

Btw every killer is bad if survivors play really good, yes.. worst killer in Dead By Daylight. Can\u2019t recommend this chapter for DbD anymore. With patch 2.7.0 the Developers decided to give the already mediocre killer a huge nerf. He is now by far the weakest killer ingame and his power is completely useless against survivors above rank 17. The perks of the survivor and the killer also aren\u2019t game changing at all and are more gimmicky than anything else.

Save your money for future chapter releases and/or better mechanically working killers.

Fun killer to play, survivor is the physical representation of Boomer (meaning also really great.)
Killer may be one of the weakest, still isn't completely impossible to get some cool plays with.

Doesn't really fit the competitive side of DBD, but if you just want a fun killer to chill out with, Legion isn't a bad choice at all..
This killer is not a blood lust gamer >:(

Therefore he deserves to be put in the GARBAGE. r/deadbydaylight says that legion iis trash that means its trash. >killer based on running
>devs nerf running speed

?????. My baby boy.... you killed my baby boy!

rip legion :(This is just a reskin for trapper, but instead traps, his skill forces survivors to run away faster and after using said skill you get a self stun that last long the same time than getting 2 pallets in your face, but you also get blind for the duration of that stun.

Can't get kills unless you have op addons and meta perks or the survivors are terribly bad.

This wasn't like this before, legion used to be fun but some people abused of an exploit and the devs in order to fix it they nerfed the character to ground in the process.

No more DbD DLCs for me until they fix this trash. But i doubt it will happen, they have a license killed Freddy, broken useless for years by now.. The Legion has been reworked recently, in a way that makes them more threatening + fun however less accessible to players who are incapable of chases as a 115% movespeed killer.

For anyone semi-competent I recommend ignoring the reviews talking about nerfs.

The Legion's power offers excellent tracking potential and okay stalling potential. He has base movement speed and being quite a small killer gives some excellent mind game potential as it's much easier to lose sight of you around certain obstacles.

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